

# THE SANTA CLAUS' ODYSSEY

*Happy Christmas ?  
No, it's a disaster: Santa  
Claus has lost his  
reindeers in the  
park ! So, no  
gifts for the  
good little  
kids ?*



## Impossible !

*There's only one solution left : to build very quickly  
a subway network «special Christmas».  
Santa Claus goes underground !  
Then, do anything you can to dig the best subway lines  
in order that Santa Claus can reach each of the six hou-  
ses of the city (where the good kids are) - and there,  
each time, find the gifts, brought to him  
from the nearest shops.  
The most helpful player will become the best Santa  
Claus' friend... and the winner of the game.*

*Caution : you will find below only the modified rules of  
this variant. Unless specified, use the standard rules of  
Metromania for everything else.*

## Christmas and the city

The Residential areas become the Houses that Santa Claus must reach.

The Entertainment areas are the Shops which give the gifts. The Commercial areas are closed (no work today, it's Christmas!). Consider these spaces as plain spaces, where you may place your tunnels counters if you like.

## Set up

The Destination markers are not used.  
Place a station on one of the angle of each House.

## Building lines

Each player can build only **one line at a time**. A player will be able to start his second line only when his first line has reached its end or been blocked off.  
You can start your second line from **ANY** empty space with a white arrow (i.e. not only from the other half of the city).

You can never place a tunnel on any House or Shop. But you may build on the Commercial areas, which «do not exist» in this variant. Therefore, when building a station, you get no point for the Commercial areas.

## End of the building phase

The building phase ends if both lines of a player are finished and/or blocked off, or if a player places the last station available. As in the standard game, all other players have one last turn left to play.

**There's no lines scoring then : each player keeps all his points!**

## Santa Claus on the (subway) road !

Place your Santa Claus pawn (see next page) on the House touching the Park.

Santa Claus must visit one time each of the 6 Houses. He begins his crazy trip on the Park House. After, the order of the Houses is free, but Santa Claus must finish his odyssey on the House touching the Lake (where he finds back his reindeers, they gone away for a little ice skating).

Follow this for each step of the odyssey :

- 1 Which player has less points ?
- 2 That player moves Santa Claus
- 3 Bring the gifts

## Santa Claus on the move

*Note that Santa Claus is not moved during the first step of the odyssey (he's yet placed on the Park House). Go directly to 3 - Bring the gifts.*

For each subsequent step, it's always the player with the lower score *just before the move*, who moves Santa Claus. If there is a tie, it's the player who finished the most lines. If there is again a tie, it's the player who placed the **less** tunnels. If there is still a tie... roll a die.

That player moves Santa Claus along the subway lines to another of the Houses, the which he likes, but not yet visited. To remember the Houses yet visited, you may place on them a face-down Destination marker.

Santa Claus must always use the fastest route between the two Houses. If there's more than one fastest route, the player chooses himself one of these routes.

For each move from one station to another (no matter how many tunnels pieces are in between), the owner of the subway line used gets **1 point**.

When Santa Claus reaches a station on an angle of the space of the House to which he was moving, he stops on the space of the House (to be exact, he goes on the roof of the house, near the chimney).

## Bring the gifts

Is there any gifts ? Only the Shops which a straight subway connection to the House (and with a station also, of course) are able to bring the gifts to Santa.

That means that gifts must go from the shop to the house along **only one line, with no change** to another line, and **with no other house or shop with a station between**.

For each shop fulfilling these conditions, the owner of the subway line offering this straight connection gets 2 points. More than one player can get points with the same Shop. A player can get points from more than one Shop. A player can get points more than one time from a same Shop, at different steps of the odyssey.

Adjust the scoring markers accordingly. Then Santa Claus goes to the next house, moved by the player with the lower score...

## Happy christmas end ?

When the gifts of the last House, the Lake House, have been brought, Santa Claus finally gets back his reindeers and flies to the sky.

The player with the most points is the winner.

## First step

Santa Claus is on the roof of the Park House.

*Move :*  
no move.

*Gifts :*  
Green brings gifts from Shops 1 & 2. and gets 4 points.  
Blue brings also gifts from Shop 1 with his striped line. And he's ok with Shops 2 & 3 (solid line) - so he gets 6 points.  
Blue gets no point for Shop 4, which is «behind» Shop 3.  
Orange gets no points (there's no straight connection, without change of line, to Shop 5)  
Red gets 0 points.

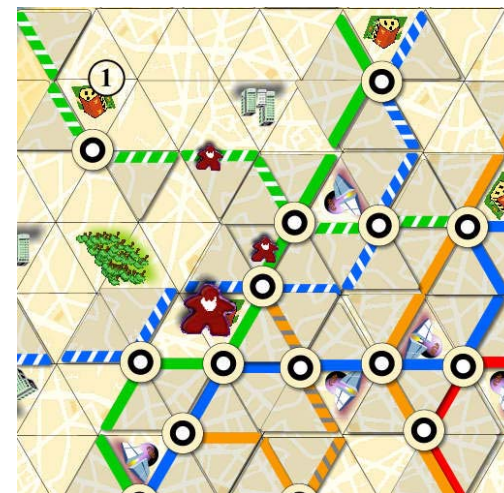


## Second step

At this moment, Green is the player with the lower score.  
He will move Santa.

*Move :*  
Green chooses that Santa Claus goes to House 1, so he gets 2 points (green solid line then green striped line, 2 sectors) for this trip.  
(Green thought well: for the next step, no matter which player will move Santa to which house, at least 2 sectors of the green lines will have to be used.)

*Gifts (Santa arrived on the roof of House 1) :*  
Green gets 2 point (his straight connection to the Shop with his striped line).  
The other players get nothing.



## Last step of the odyssey

Third to fifth steps were done. Now it's the last step, so Santa Claus must go to the last house, the Lake House.  
Green still have the lower score, he will move again Santa.

*Move :*  
Las! Green has no choice : because he must move Santa by the fastest route, he must use the blue striped line and the green striped line (time  $1 + 3 + 1 = 5$  mins), and not the 2 green lines ( $1 + 3 + 1 + 1 = 6$  mins).  
Blue as Green gets 1 point (1 sector each) for this trip.

*Gifts (Santa arrived on the roof of the Lake House) :*  
Green gets 2 points (Shop 1), Orange 4 points (Shops 2 & 3, both with the same station), Blue 4 points (Shops 3 & 4, both with the same station), and Red gets 0 points.



## DO IT YOURSELF !



Take a pawn of an unknown game that nobody never plays.



Find some glue and a very little piece of cotton.



Stick the cotton piece on the pawn, you have a Santa. Superb, isn't it ?.